

Overall Concept

This is a reimagining of the Brawlhalla universe (an alternate universe, or "AU") in a mafia/film noir-style setting, and it was originally conceived by AkikoSama (Twitter: @Aki_san_02) in March 2020. There are 7 gangs that all recognize Cross as their leader. Some legends are part of those gangs, while others are citizens, or have another place in the AU. This document will contain initial development notes for this AU, as well as for an audio drama based on the AU. Inspirations will include Great Gatsby (especially the film starring Leonardo DiCaprio), as well as the noir & crime drama genres.

The Gangs

1. Cross

Cross is the top boss, though this does seem strange at first, since he has literal monsters and aliens below him. Clearly, something about him (his demon powers, perhaps? the Gauntlets of Belzar?) allows him to command so much authority over more physically powerful bosses. Joseph Cross is the main administrator, the one who keeps all the other gangs in line. All gangs are his, at the end of the day, but he (usually) lets the bosses under him do as they please.

2. Enigmatics

Headed by Orion. The only other notable member is Artemis, who feigns loyalty only to find an opportunity to eventually take him down herself.

3. Batavian Empire

Led by Volkov, with his grandson Caspian (begrudgingly) getting involved as well. Mordex and Asuri, as well as Onyx are part of this as well. Volkov has an impressive mansion (or castle) in the city. Mordex and Asuri appreciate Volkov's ferocity, and they all do share some interest in magical artifacts. Onyx was bailed out of prison by Volkov, securing her loyalty, though she's less in the loop about the true nefarious nature of her boss. She's just a bouncer and guard, after all. This is not the biggest gang, but they are certainly one of the most powerful.

3. Zhaktarian Empire

Vraxe very egotistically leads this gang. This is the biggest gang in numbers, though their physical strength is matched by the other empire. Azoth, Barraza, Thatch, Yumiko, and Queen Nai all have their own agendas, which are served by being by Vraxe's side in some way. Vraxe would like to think that he has all of his members in the palms of his hands, but they could certainly overpower him if they really wanted to...it just would be in any one of their individual interests.

Pat Hyena's notes on Vraxx

i think a good deep smooth voice would be good. not really gravely or rough. but eloquent and well mannered, likes to taunt you and always has an air of "better than you" smugness. A soiree for him would consist of i would say Classical piano music, think of clare de lune or anything classy. perhaps even a live performance. he would still be the main attraction and he'll be big heavy duty on reminding you that you are under his house. may it be with decors with his initial on it or what i personally like to use, his veil and V attached to it as a symbol. if its PG-13 you could substitute drugs with darkheart and perhaps ichor/ambrosia(edited)

if any guests were to go out of line he certainly wouldn't be afraid of reminding them exactly why HE is the boss of the mafia and not them

gold accents on decor are a must, since even his default outfit is adorned as such

he has to be a more suave character he's noblespawn, he's well educated, and he isn't a slouch either. he was a natural talent so of course he's going to have a huge ego. but his outwards persona of a calm and collected figure obviously hides his more twisted more primal love of seeing those crumble before him i personally feel. him being short tempered is very accurate, i wouldn't say paranoid until truly desperate. he would be more confident that he could fulfill the task if anything. he's his biggest fan

but again these are what i believe of what vraxx's character should be but i can't really see someone who was born as an elite on an upper class, was naturally gifted at an early age, and practically told by all of his father's subjects only good things in fear of immolation, could be paranoid of something

if its something that he has alot on the line, i feel he would be more brash and upfront, he probably was never truly taught on how to hold back his tongue, because whatever he said, no one could really retort or they would have been dealt with

you could make Nai his 'caretaker' of some sort, making sure he's still in line and having control of his temper

since nai has her own kingdom at her disposal as well and is definitely more level headed than he is

but yeah, vraxx isn't afraid to speak his mind at all, because why would he be?

all of his life, he's basically gotten nothing but praise from childhood to adulthood

there was essentially nothing he can't do, from what he believed anyways

you can make it so that he's secretly furious at only being third most powerful and even then having to share that

which is ironic when he considers himself number one

4. Darkhearts

Petra's gang is a group of wild power, as evidenced by the inclusion of Xull, Jhala, and Gnash. Jhala used to be part of the police force, but she found greater value in being part of the Darkhearts.

5. Fangwilds

Dusk's gang isn't too big, but it has a powerful member: Ragnir. This is only because Dusk threatened to harm Ember if Ragnir didn't join him. Ember isn't altogether defenseless, but dusk did get the better of her before, and Ragnir wasn't going to let that happen again. Someday, Ragnir hopes that he and Ember can reclaim the "heart of the Fangwild" from Dusk's grasp.

6. RainCloud

What started as Val's modeling agency soon became so much more. With a reprogrammed Vector at her side, Val is able to take control of all neural research, as well as the model and fashion industries, asserting her dominance with her shrewd business sense.

7. Corsairs

This may not be the most powerful gang, but it is the most "fabulous." Sidra is a hunter of beautiful, expensive, and glittery things, and she can do anything with her bodyguard Teros by her side. The Corsairs oversee the collection of precious metals, as well as its crafting and distribution into various pieces of jewelry and mundane weapons. They are also over all things luxurious, working closely with RainCloud in some cases. They are trying to get the dwarven blacksmiths on their side, and only Ulgrim seems to be remotely interested in doing business with them.

Narrative

A big party, like almost *Gatsby*-esque in size, but maybe a bit fancier. It is being hosted by Volkov in his mansion or castle. Lots of people are there, including other bosses (although the hierarchy wouldn't be clear until later).

Enter Mirage

For Fatima's motivation to be at the party: The Zhaktarian Empire has taken the Scythe of Horus from a local museum, hoping to unlock its powers. Fatima (Agent Mirage: Private Eye) was hired to investigate and possibly get it back. She tracks Vraxx to this party.

Upon seeing Orion, she forgets her mission for a little while. There's something very...enchanted...about him. The mystery of this man is perhaps one of the greatest mysteries for her to solve. Plus...does she know him from somewhere???

Things happen, partying, etc. We meet a few more people. Eventually, Mirage finds out where the Scythe of Horus is found. Vraxx begrudgingly lent it to Volkov for safe keeping (Mordex wanted to check it out), to get police off his back for a bit. Unfortunately for them, Mirage finds where it is hidden, and steals it. Now, the mafia are after her. Orion, rather enchanted by Mirage and the mysteries she presents, decides to help her (especially since he's higher in power than the two empires). But, this embroils Mirage into the mafia in general. Now, it's the point of no return. Mirage, by these strange, unexpected circumstances, is caught up in the politics of it all.

Members of law enforcement:

FBI (in general order of rank):

Thor--Director; also over Science & Technology division (mostly lightning and explosion stuff)

Zariel--Intelligence; Liaison Officer Attache (from Elysium)

Brynn--Official Detective; Einherjar Resources

Bodvar--Chief of Law Enforcement (boss to all the officers)

Officers (in order of rank):

(Chief Bodvar)

Marshal Cassidy Miller

Major Isaiah

Lieutenant Diana

Sergeant Henry Coates

Corporal Sir Roland

Officer Kor (part-time officer, because of his other platform-mover job)

(Random Notes)

I was thinking the Grand Tournament would still be a thing, and the "mafias" have been manipulating the results, which sometimes works. The "Metadevs" could be the previous champions: Orion won first. Then a string of losses for the mafia bosses: Brynn, Ember, & Bodvar. Finally, the Batavian Empire scored a win with Asuri.

I think, because Diana is part of the Exalted Lion, she should be part of the "police force" with Sir Roland.

Orion is a harbinger from an alternate universe where all Valkyries are male. His universe was destroyed, but he somehow was able to escape into our universe, with the intent to warn them that Ragnarok is a *much* bigger deal than previously considered. When he crashed into Valhalla,

Cross cornered him, concerned about the balance of power in the Valhalla "Underworld." Orion eagerly told Cross everything, leading Cross to press Orion into his service placing the reluctant newcomer as second-in-command. Neither Cross nor any of the other legends in the Underworld are able to leave Valhalla...except Orion...because you need to be a Valkyrie or a Norse god or some other psychopomp (like Nix) to be able to leave. Cross's demon partner, Belzar, saw this as an opportunity to harvest gold and souls into the newly-dubbed "Mal-hell-a," the Ikruski underworld.

Why does Orion go along with it? Because he knew that the universe, somehow, would have some sort of "immune response" to his foreign arrival, and Cross promised to protect Orion. It was discovered that Artemis is that "immune response," and in order to motivate Orion further, Cross installed Artemis as Orion's assistant. Artemis thinks she's getting a good deal by being placed so close to her target. Orion becomes skeptical of Cross's intentions, but is still reassured of protection (no killing "family members"), and Cross reaps the benefits of Orion's increased motivation and relishes in the fascinating conflict.

When Mirage starts getting mixed up with the Underworld—and with Orion—Artemis starts to see an opportunity that continues to be in her favor. Artemis is friends with Nix, the freelance reaper, because they scythe spar together, and they are both frustrated by this strange "rogue soul" named Orion. Nix is after a greater prize, however: the quetzalcoatl quarry. She's been looking for those missing gods for centuries, and the trail ended in Valhalla. Artemis learns of Mirage's friendship with Nai, and approaches Mirage with a deal: Help her destroy Orion, and she won't lead Nix to Nai. Even Artemis regrets having to present such a cruel deal to someone, but it's clearly for the good of the universe. Why? Because Orion doesn't belong! He came from a universe that was destroyed. Perhaps he was to blame? The universe must be saved at *all* costs.

Meanwhile, the clear Underworld hierarchy had remained largely undisturbed for a long time, but Petra has long been frustrated by this. She believes that she and the other Darkhearts have the power to ascend higher in the ladder, and doesn't get why this Orion fellow, of all people, is second under Cross. To top it off, to even get to Orion's position, she has to breach that impenetrable wall that is the two Empires. She, begrudgingly, asks for help...from the Fangwilds. Dusk also has ambitions, though he's less vocal about it (and more patient) than Petra. He agrees to help her, and they will eventually combine their gangs to be the Fanghearts (of Darkwilds...not sure yet). Together, they plan to overturn the Empires to get themselves higher.

The RainCloud and Corsair gangs are the lowest, but they're also the most obvious (flashy businesses, etc.), front-facing parts of the Underworld. It is because of them that most law enforcement officers aren't aware of how deep the Underworld goes, thinking those are the only companies run by it, along with a few "small gangs of ruffians" like Vraxx's ilk. Val and Sidra aren't terribly ambitious. They may be at "the bottom," but they are at the bottom of the best, and that is clearly the safest place to be in the Underworld. Their roles in this overall story is uncertain beyond that, but I do know that Vector used to be Henry "Sentinel" Coates's partner,

and Sentinel thinks Vector has been lost/destroyed from a previous mission. This isn't true. Vector has been reprogrammed to serve RainCloud, which would make Sentinel furious. Perhaps these two gangs will be helpful, or hindrances, or both. Regardless, Val and Sidra are both, above all, after their own interests.

Perhaps Ember doesn't know the whole truth, and thinks Ragnir betrayed her & the Fangwild?

Queen Nai believes in the prophecy, and Ragnarok will lead to the revival of her pantheon...except that there's a stronger force/entity at work, the entity that destroyed Orion's home universe.

Kaya looks (and often acts) young, especially next to her friend Brynn, but she's far more capable than this facade lets on. (Only supplier of Mammoth Coins? A coin-minting machine, named Blue, shaped like a mammoth? Purpose of Mammoth Fortress? See this article: <https://www.theatlantic.com/business/archive/2011/04/how-to-start-your-own-private-currency/73327/>)